

INTRODUCTION TO UNITY

training@bestbitstudios.combestbitstudios.com/unity

Whether you're new to Unity or want to get to know its features better, this one-week course will give you a broad but detailed overview of all that the Unity engine has to offer. From the basic interface to building scenes with dynamic physics and particle effects, we introduce you to the power of Unity and show you how to master it.

Why Unity?

In today's tech-savvy environment, the latest technologies like 3D modeling, immersive AR and VR and interactive media can deliver more memorable, more accurate and more engaging experiences and results. Unity makes it easy to prototype, iterate on and publish the next generation of digital content.

Course duration: 5 days

Level: Beginner - Intermediate

Requirements: Computer running Unity (Windows or Mac)

Topics covered:

- Unity Development Environment
- Unity as a Prototyping Tool
- GameObjects & Scenes
- Importing Assets & Packages
- Materials & Textures
- Cameras & Image Effects
- Lighting
- Global Illumination/Baked Lighting
- Scripting Basics
- Animation
- Physics & Colliders
- Raycasting
- AI & Navigation
- Audio Setups, Effects & Mixing
- UI, 2D & Sprites
- Particle Systems
- Instantiation vs. Object Pooling
- GPU & CPU Optimizations
- Saving & Loading Data
- Building to an Executable File

Course available online and in-person.

Email training@bestbitstudios for availability and to arrange live Unity training courses.

We work with your team, on your schedule to meet your goals, at a price that works for your budget. If you're ready to make the power of Unity work for your business, we can help your team make the most of this powerful software tool.



All courses are tailored to the needs of your organization. Contact us today for a free quote or to discuss your team's needs.

bestbitstudios.com/unity
training@bestbitstudios.com

